

AGB-BH4E-USA

GAMEBOY ADVANCE



INSTRUCTION BOOKLET

ACTIVISION

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**



## **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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DESCRIPTORS  
Fantasy Violence

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**Rev-D (L)**

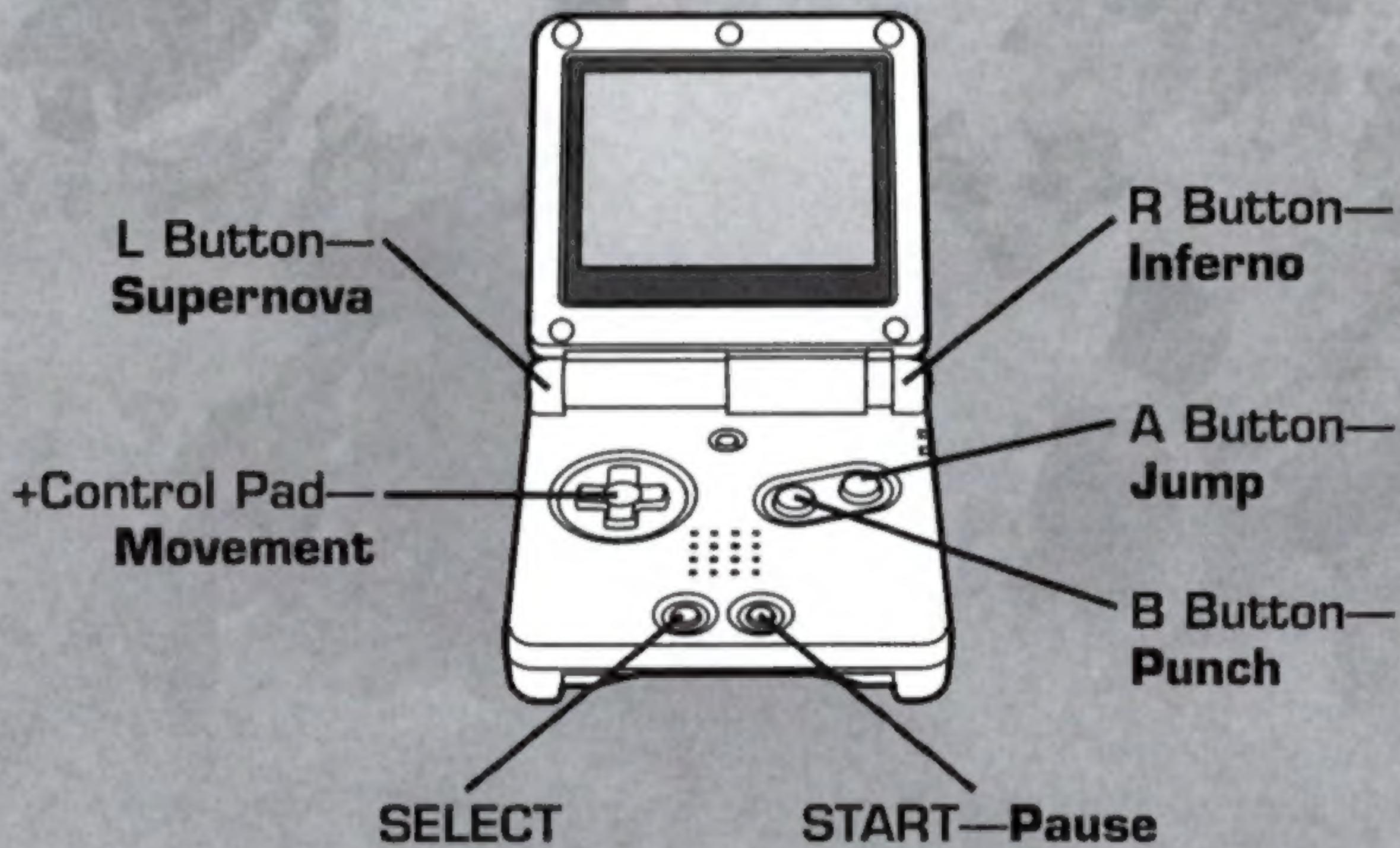
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# GETTING STARTED

- Make sure the power switch is OFF.
- Insert the ***Fantastic 4: Flame ON*** Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch ON.
- To skip the introductory sequence, press **START**.

# GAME BOY® ADVANCE CONTROLS



## BASIC CONTROLS

ACTION	CONTROL
Movement	+Control Pad
Punch	B Button
Combo Punch	B Button three times consecutively
Jump	A Button
Limited Flight	A Button, then A Button and a direction on the +Control Pad
Jump Down	A Button + ↓ on the +Control Pad
Supernova (Cosmic Area Attack)	L Button

<b>ACTION</b>	<b>CONTROL</b>
<b>Inferno (Cosmic Blast Attack)</b>	<b>R Button</b>
<b>Charge</b>	<b>A Button + B Button (you can press a direction on the +Control Pad to charge in a specific direction)</b>
<b>Fireball</b>	<b>Hold ↓ on the +Control Pad and press the B Button (B Button when in flying levels)</b>
<b>Pause</b>	<b>START</b>

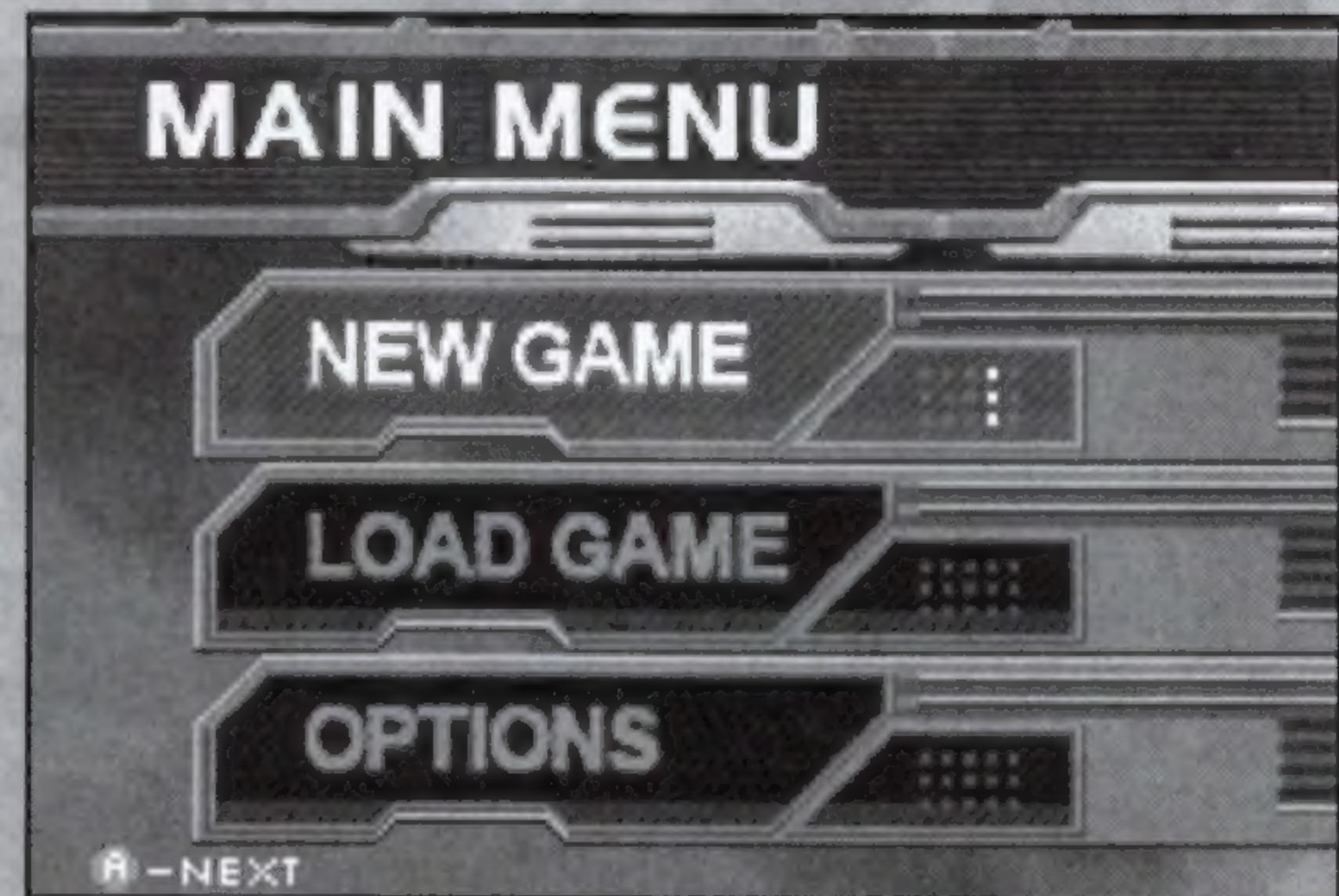
# MAIN MENU

## New Game

Start a new game from the Main Menu. Select a slot to store your game progress.

## Load Game

Load a previously saved game. You'll start at the beginning of the last attempted level of the selected saved game.



## **Options**

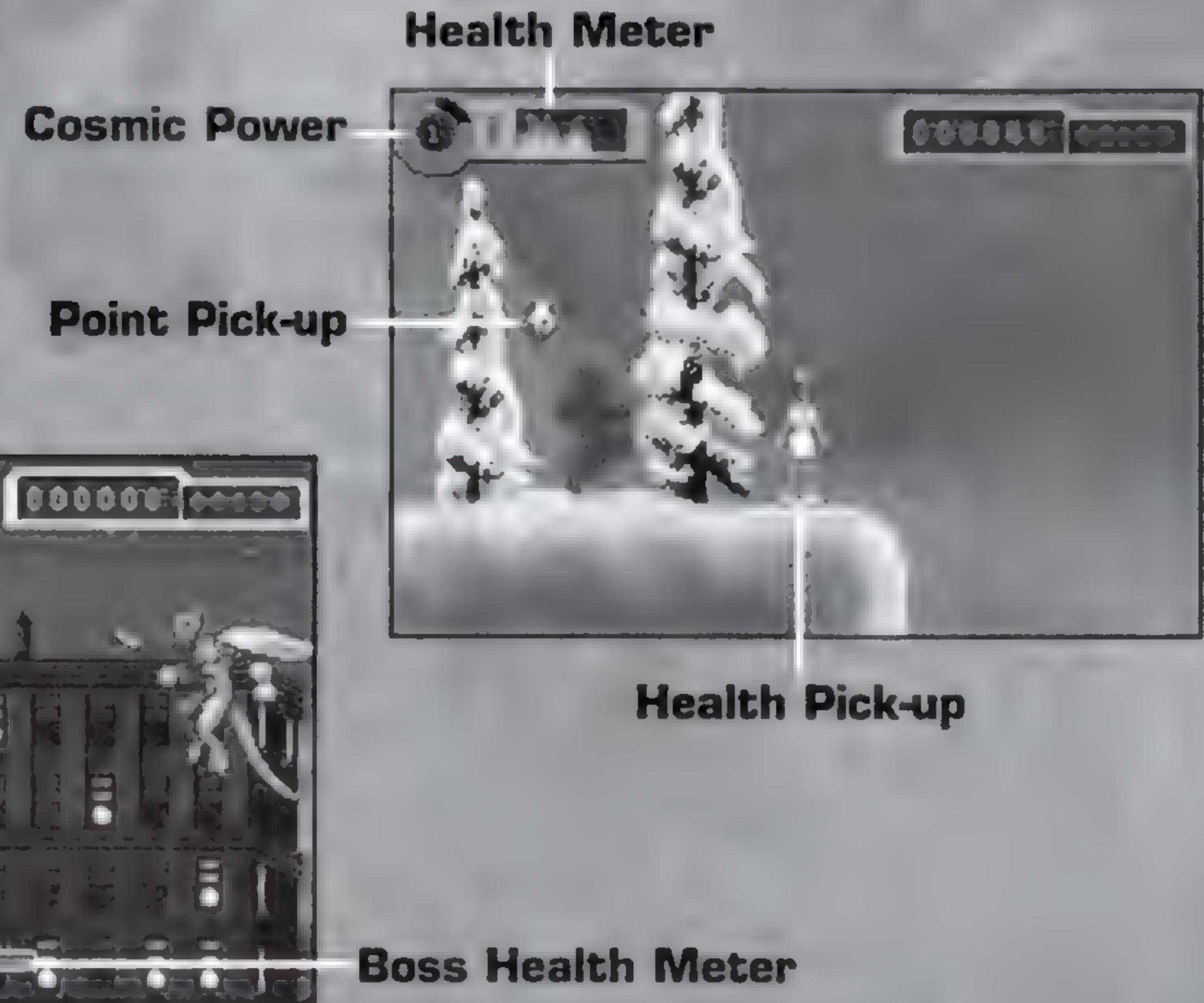
Select this option to change the volume of the music or sound effects.  
In addition, you can access the following options:

**Bonus** – For some quick fun, use the Bonus option to jump into the Moto-X or Snowboarding mini-games.

**High Scores** – Record your best scores across all levels.

**Credits** – A list of everyone involved in the making of this game!

# ON-SCREEN DISPLAY



## SAVING THE GAME

**Fantastic 4: Flame On** automatically saves your game as you play through it. Your game will be saved after each level.

## LIVES AND HEALTH

If Johnny receives too much damage in combat, he'll be knocked unconscious and captured by the Skrulls. If Johnny's knocked unconscious, he'll respawn at his last checkpoint, ready to attempt the dangers ahead of him once again. You can retry as many times as you like.

Keep a look out for friendly nurses—they'll help you regain lost health and heal your injuries!

## COSMIC POWER

Infused with the awesome power of cosmic energy, Johnny is able to generate blasts with great intensity and power. After Johnny defeats an

enemy, the amount of cosmic power contained within him increases. When the amount of cosmic power reaches a certain level, Johnny can perform a cosmic move.

Johnny can hold up to eight cosmic moves at any one time. After using a cosmic move, Johnny can easily gain back more cosmic power (and another cosmic move) by defeating enemies, so don't be shy to use them!

## PICK-UPS

**Nurse** – Restores a percentage of health.



**Cosmic Rock** – Collect these for extra points!



**Captured Civilians** – They can be found across all levels. Rescuing civilians earns bonus points at the end of a level.



## UPGRADES

As Johnny defeats enemies, finds captives and eliminates the Skrull menace, he can enhance and increase his fighting moves and special abilities. Four distinct branches of abilities may be upgraded, each containing four slots.

**Health** – Increase the amount of damage Johnny can take before being knocked unconscious.

**Inferno + Punch** – Increase the amount of damage that both Johnny's Inferno and Punch inflict upon enemies.

**Supernova + Fireball** – Increase the amount of damage that both Johnny's Supernova and Fireballs inflict upon enemies.

**Flight + Charge** – Increase the amount of damage that Johnny's Charge inflicts upon enemies. Also, increase the number of times Johnny can perform a limited flight move without becoming exhausted and touching the ground.

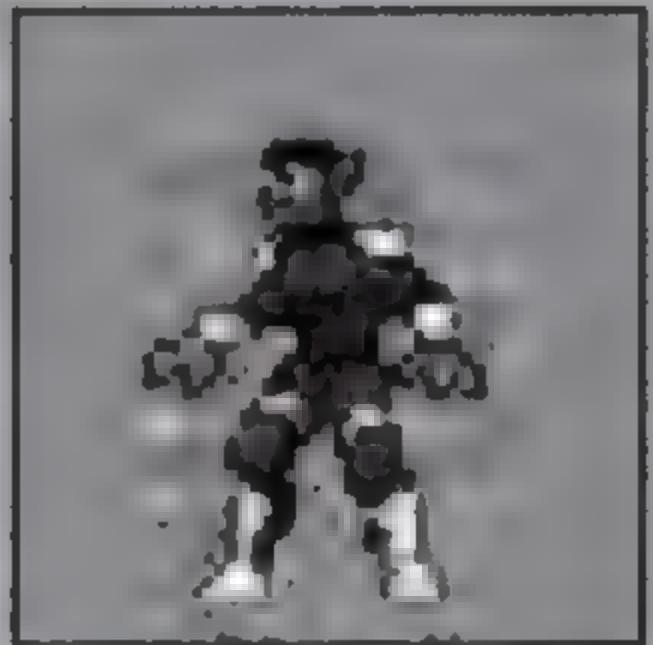
How Johnny chooses to upgrade his powers will prove to be an important decision. There are more upgrades than chances to upgrade, so choose wisely!

## ENEMIES

Fighting crime and saving the world is a full-time job. And Johnny has his work cut out for him! Below is just a sample of some of the enemies you will encounter.

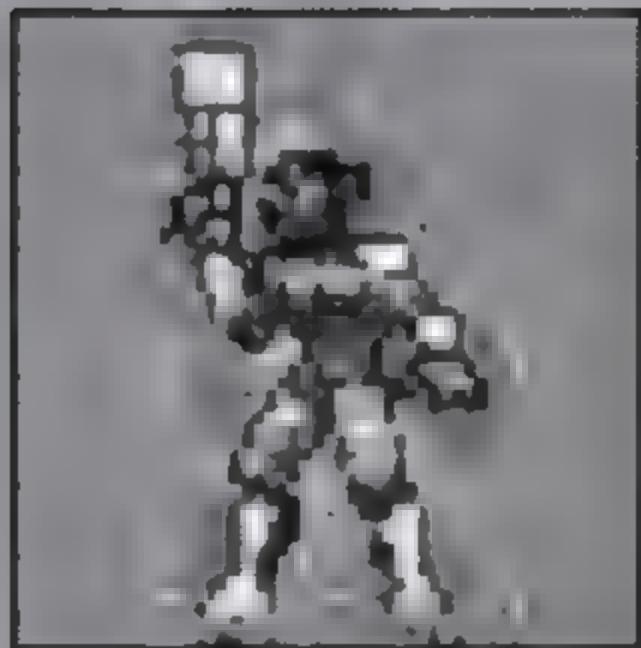
### Melee Skrull

The standard foot soldier of the Skrull Empire. Relentless and angry, these quick-moving aliens will often try to defeat Johnny through sheer numbers.



## **Laser Skrull**

Trigger-happy and with a quick blast to back them up, these Skrulls will try to keep Johnny backed into a corner if they can't shoot him down.



## **Grenade Skrull**

With their deadly aim and ability to lob grenades near and far, you need to watch out for Grenade Skrull! Whether approaching from land or air, be careful around these guys.



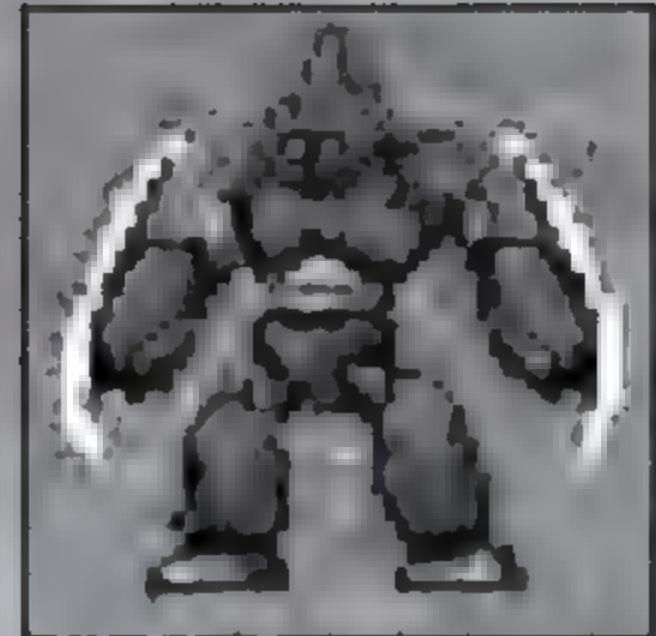
## **Turret**

Large, reinforced machinery designed to pack a large punch, turrets aren't an enemy to be taken lightly just because they can't move. The ability to shoot in five directions assures a turret can always track down a mobile fiery super hero.



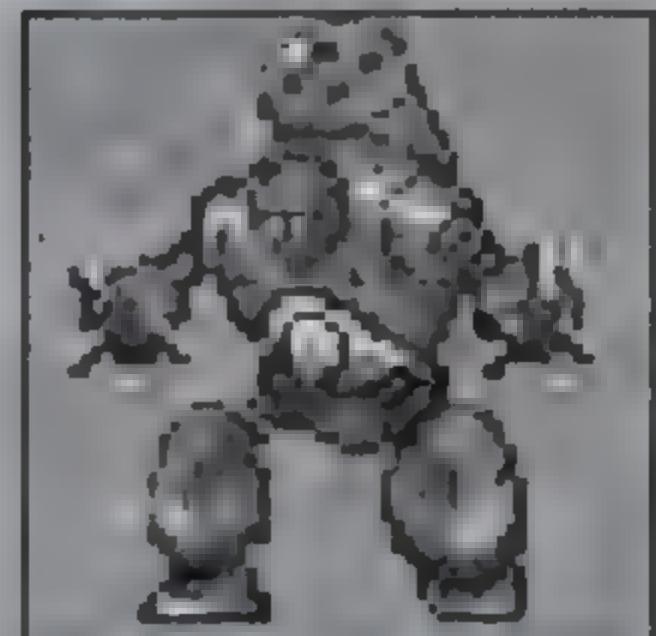
## **Blade Robot**

Engineered to take as much damage as they can dish out, these metallic brutes will attempt to skewer anyone who gets too close.



## **Missile Robot**

The large canisters on its back aren't just for show. Filled to the top with Johnny-seeking missiles, this robot has enough firepower to bring down anything that doesn't put it out of commission as fast as possible.



## LEVELS

### **Mountains**

Johnny's fantastic journey begins in the mountains surrounding Victor Von Doom's Compound. After discovering his awesome new powers for the first time, Johnny sets out to continue to live life to the fullest. However, the Skrulls have a different plan—abducting Johnny! Johnny must stay out of their hands while trying to find out who—or what—these creatures are.

### **New York City**

Relaxing back in his home city after his first run-in with the Skrulls, Johnny soon finds they aren't an easy annoyance to get rid off. As the Skrull force descends upon New York City, Johnny must protect himself and his fellow citizens from the crazed clutches of the alien invasion. A large, winged shape has also been seen above the city. What does this mean for Johnny?

## **Volcano Island**

Something strange is taking place on a remote volcanic island. New inhabitants have moved in and are preparing to cook up trouble for our favorite fiery super hero. But is all the activity just a trap? Someone—or something—waits for Johnny under the earth's crust.

## **Manufactory**

An abandoned factory, long ago lost in the desert, has suddenly roared back into life. The Skrulls are certainly up to no good here as they try to create a new robotic army. A much larger presence overlooks the factory, and dwarfs it in comparison.

## **Skrull City**

An enormous floating city is the home to the Skrull invasion force. Skrulls line the streets and robots patrol the walkways of the sprawling, futuristic city. Attempting to infiltrate this city to find the person responsible for the all-out attack on Johnny will take great skill and courage.

# CREDITS

## ACTIVISION

**Pres., Worldwide Studios**

Kathy Vrabeck

**EVP, Worldwide Studios**

Chuck Huebner

## Production

**Producer**

Jamie Bafus

**Associate Producer**

Derek C. Smith

**Executive Producer**

Scott Walker

## Marketing & PR

**Associate Brand Manager**

Roy Alojado

**Global Brand Manager**

Hjalmar Hedman

**VP, Global Brand Management**

Will Kas soy

**SVP, Global Brand Management**

Robin Kaminsky

**Publicist, Corporate Comm.**

Aaron Grant

**Manager, Corporate Comm.**

Ryh-Ming C. Poon

**Director, Corporate Comm.**

Michelle Nino Schroder

**VP, Corporate Comm.**

Maryanne Lataif

## QA/CS

**Project Lead**

Fritz Striker

**QA Manager**

John Rosser

**Test Team**

Rigo Bustamante

Sean Stamps

**Sr. Manager, Technical Requirements Group**

Marilena Rixford

**Sr. Lead, Tech. Requirements Grp**

Sion Rodriguez y Gibson

**Testers, Tech. Requirements Grp**

Sasan "Sauce" Helmi

## CS Leads

Gary Bolduc – Phone Sup.

Michael Hill – E-mail Sup.

## Legal

**Director, Legal & Business Affairs**

Greg Deutsch

## Senior Counsel

Chris Cosby

**Contracts Administrator**

Lee Lawson

## Creative Services

**VP, Creative Services & Operations**

Denise Walsh

**Director of Creative Services**

Matthew Stainner

**Creative Services Manager**

Jill Barry

**Creative Services Assistant Mgr**

Shelby Yates

**Packaging Design**

Creative Domain

**Manual Design**

Ignited Minds LLC

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20th Century Fox

Ron Doornink

George Rose

Celeste Murillo

Neven Dravinski

John Sweeney

Jason Dalbotten

Tamsin Lucas

And all of our coworkers, family  
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supported us on the project

**MARVEL  
ENTERPRISES, INC.**

**VP, Interactive**

Ames Kirshen

**President of Worldwide  
Consumer Products**

Tim Rothwell

**Legal Affairs**

Seth Lehman

**Joshua M. Silverman**

Carl Suecoff

**Marvel Special Thanks**

Avi Arad

Ari Arad

Joe Quesada

Dan Buckley

Kevin Feige

**TORUS GAMES  
PTY LTD**

**Managing Director**

Bill McIntosh

**Producer**

Kevin McIntosh

**Designer**

Ben Evans

**Art Director**

Marcus Mestrov

**Lead Programmer**

Peter Suwara

**Lead Artist**

Andrew McIntosh

**Audio Production**

Ed Colman

**Programming Team**

Andrew Goulding

Mark Schiemann

**Art Team**

Hansia Lim

Mark Day

Stuart Rogers

**Lead Tester**

David McIntosh

**Quality Assurance**

Alistair Goulding

**Special Thanks**

Michelle Ambrose

Lauren Arnold

Zon Chen

Bridey Goulding

Max Goulding

Ima Kongoz

Adela Lim

Miriam Lim

Joshua Lim

Megan McIntosh

Kim Peters

Sarah Bee Roberts

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